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| **Microsoft Educator Resources** | | | |
| **Module Name** | **Module Description** | **Credit Hours** | **Course Number in the Professional Learning Management System (PLMS)** |
| Empower School Leaders and Tech-savvy Educators with Windows 11 and Windows 11 SE: Course 101 | This module helps education leaders understand why and how to use Windows 11 and Windows 11SE in the classroom and online. It comprises best practices for integration, support, collaboration, and learning. | 1.5 | 34767 |
| Leading for Equity 101—Prepare Your School for Equity | This module considers the equitable practices in schools that serve students' academic and emotional needs. Interviews from leaders show how they use Microsoft tools to provide a more equitable education. | 1 | 34770 |
| Microsoft Educator Trainer Academy | The Microsoft Educator Trainer academy is designed for educator trainers and those who are responsible for training educators on the integration of technology in the classroom. The goal is to provide trainers with exposure to the many Microsoft technologies and resources that support student-centered learning based on authentic problems and projects while aligning to 21st century skills, NETS-S, and Common Core standards. | 6 | 34771 |
| Master Microsoft Teams for Any Learning Environment | Microsoft Teams makes teaching and learning easier with all your content, apps, and tools always there, in one place, designed to help teachers and students get the most out each day. This training will help you master Teams and enable you to teach other educators. | 4 | 34772 |
| Hybrid Learning in the Primary Classroom | This module expands upon the introduction module for hybrid learning, with a specific focus on creating a dynamic learning experience for students in primary grades. Primary grade educators will focus on the fundamentals of using Microsoft Teams as a centralized hub to create a comprehensive and collaborative hybrid classroom designed for primary-age learners. | 1 | 34773 |
| Hybrid learning: A New Model for the Future of Learning | This module introduces educators to the hybrid learning model. Educators will learn about the five elements of hybrid learning, how to implement them, and how to use Microsoft Teams to create a dynamic learning environment for their students. | 1 | 34774 |
| Keep Students Engaged: Build Strong Student/Teacher Connections in a Remote Learning Environment | This module provides educators practical ways to organize their remote learning experience in order to foster strong connections between students and teachers and to keep students engaged. Educators will learn how to use Microsoft Teams, Stream, OneNote Class Notebook, and Flip to engage students and foster connections with the school community from afar. | 1 | 34775 |
| Minecraft Education: Teacher Academy | The three modules in Minecraft Education: Teacher Academy focus on using Minecraft Education as a teaching and learning tool to support strong pedagogical practices in the learning environment. The modules are presented at three levels intended for beginner, intermediate, and advanced users. After completing this learning path, you'll be a Minecraft Certified Teacher and receive the badge as well as an invitation to join the Minecraft Certified Teacher community. | 3.5 | 34776 |
| Structure Teams through Channels, Tabs, Files, and Apps | Besides the people, what makes up a team in Microsoft Teams? We examine the structure and components of a team that make Teams such an efficient place for Class, Staff and PLC Teams. | 1 | 34777 |
| Digital Storytelling with Microsoft Sway | By allowing teachers and students to focus on content and not worry about format, the Digital storytelling with Microsoft Sway module shows how Sway can be used to capture and share digital stories that need to be told in and around classroom activities. | 1 | 34778 |